

CLAIM AMENDMENTS

Please amend the claims as follows:

1. (Currently Amended) A method for generating a projected graph data structure, comprising:
generating a request for the projected graph data structure using a variable usage specification;
retrieving a server graph data structure using the request;
generating a projected graph data structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure; and
instantiating the projected graph data-structure using the projected graph data-structure representation,
wherein the variable usage specification comprises a plurality states and at least one transition for an application,
wherein each of the plurality of states comprises a list of required objects and object attributes, and
wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states.
2. (Original) The method of claim 1, further comprising:
synchronizing projected objects located on the client with distributed objects located on a server.
3. (Original) The method of claim 1, wherein the projected graph data structure is an object graph.
4. (Original) The method of claim 1, wherein the server graph data structure is an object graph.

5. (Original) The method of claim 1, wherein the projected graph data structure representation comprises a hash table.
6. (Original) The method of claim 1, wherein the projected graph data structure representation comprises an Extensible Mark-up Language document.
7. (Original) The method of claim 1, wherein the projected graph data structure representation comprises a serialized file.
8. (Cancelled)
9. (Original) The method of claim 1, wherein the server graph data structure is located in a persistent data store.
10. (Currently Amended) A method for generating a projected graph data-structure, comprising:
 - generating a request for the projected graph data-structure using a usage variable specification;
 - retrieving a server graph data-structure using the request;
 - generating a projected graph data-structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure;
 - instantiating the projected graph data-structure using the projected graph data-structure representation; and
 - synchronizing projected objects located on the client with distributed objects located on a server,wherein the variable usage specification application comprises a plurality states and at least one transition for an application,
wherein each of the plurality of states comprises a list of required objects and object attributes, and

wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states.

11. (Currently Amended) A network system, comprising:
a customer component that generates a request for a projected object graph;
a service component that generates a service-side projected object graph representation;
means for generating the request for the projected graph data-structure using a [[usage]] variable usage specification;
means for retrieving a server graph data-structure using the request;
means for generating the projected graph data-structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure; and
means for instantiating the projected graph data-structure using the projected graph data-structure representation,
wherein the variable usage specification comprises a plurality states and at least one transition for an application,
wherein each of the plurality of states comprises a list of required objects and object attributes, and
wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states.
12. (Original) The network system of claim 11, further comprising:
synchronizing projected objects currently located on the client with distributed objects located on a server.
13. (Original) The network system of claim 11, wherein the projected graph data-structure is an object graph.

14. (Original) The network system of claim 11, wherein the server graph data-structure is an object graph.
15. (Original) The network system of claim 11, wherein the projected graph data-structure representation comprises a hash table.
16. (Original) The network system of claim 11, wherein the projected graph data-structure representation comprises an Extensible Mark-up Language document.
17. (Original) The network system of claim 11, wherein the projected graph data-structure representation comprises a serialize file.
18. (Cancelled)
19. (Cancelled)
20. (Original) The network system of claim 11, wherein the server graph data-structure is located in a persistent data store.
21. (Original) The network system of claim 11, wherein the customer component and the service component communication over a network link.
22. (Currently Amended) An apparatus for generating a projected graph data-structure, comprising:
 - means for generating a request for the projected graph data-structure using a **usage** variable usage specification;
 - means for retrieving a server graph data-structure using the request;

means for generating a projected graph data-structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure; and
means for instantiating the projected graph data-structure using the projected graph data-structure representation,
wherein the variable usage specification comprises a plurality states and at least one transition for an application,
wherein each of the plurality of states comprises a list of required objects and object attributes, and
wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states.

23. (Original) The apparatus of claim 22, further comprising:

means for synchronizing projected objects located on the client with distributed objects located on a server.